Academy Rector {3}{W}

Creature -- Human Cleric

When this creature dies, you may exile it. If you do, search your library for an enchantment card, put that card onto the battlefield, then shuffle.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ad Nauseam {3}{B}{B}

Instant

Reveal the top card of your library and put that card into your hand. You lose life equal to its mana value. You may repeat this process any number of times.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Altar of the Wretched {2}{B}

Artifact

When this artifact enters, you may sacrifice a nontoken creature. If you do, draw X cards, then mill X cards, where X is that creature's power.
Craft with one or more creatures
{2}{B}{B}
{2}{B}: Return this card from your graveyard to your hand.

- - - BACK FACE - - -

Wretched Bonemass

Creature -- Skeleton Horror

Wretched Bonemass's power and toughness are each equal to the total power of the exiled cards used to craft it.
This creature has flying as long as an exiled card used to craft it has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, protection, reach, trample, and vigilance.

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Signet {2}

Artifact

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archivist of Oghma {1}{W}

Creature -- Halfling Cleric

Flash
Whenever an opponent searches their library, you gain 1 life and draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Badlands

Land -- Swamp Mountain

({T}: Add {B} or {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Birgi, God of Storytelling {2}{R}

Legendary Creature -- God

Whenever you cast a spell, add {R}. Until end of turn, you don't lose this mana as steps and phases end.
Creatures you control can boast twice during each of your turns rather than once.

3/3

- - - BACK FACE - - -

Harnfel, Horn of Bounty {4}{R}

Legendary Artifact

Discard a card: Exile the top two cards of your library. You may play those cards this turn.

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Black Widow, Agile Avenger {1}{R}{W}

Legendary Creature -- Human Spy Hero

Menace
Whenever an opponent draws their second card each turn, put a +1/+1 counter on Black Widow and you draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burnt Offering {B}

Instant

As an additional cost to cast this spell, sacrifice a creature.
Add X mana in any combination of {B} and/or {R}, where X is the sacrificed creature's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Ritual {1}{B}

Instant

Add {B}{B}{B}.
Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chrome Mox {0}

Artifact

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.
{T}: Add one mana of any of the exiled card's colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Brass

Land

Whenever this land becomes tapped, it deals 1 damage to you.
{T}: Add one mana of any color.

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Claim the Firstborn {R}

Sorcery

Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Command Tower

Land

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Culling the Weak {B}

Instant

As an additional cost to cast this spell, sacrifice a creature.
Add {B}{B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dargo, the Shipwrecker {6}{R}

Legendary Creature -- Giant Pirate

As an additional cost to cast this spell, you may sacrifice any number of artifacts and/or creatures. This spell costs {2} less to cast for each permanent sacrificed this way and {2} less to cast for each other artifact or creature you've sacrificed this turn.
Trample
Partner (You can have two commanders if both have partner.)

7/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual {B}

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadpool, Trading Card {2}{B}{R}

Legendary Creature -- Mutant Mercenary Hero

As Deadpool enters, you may exchange his text box and another creature's. At the beginning of your upkeep, you lose 3 life.
{3}, Sacrifice this creature: Each other player draws a card.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demonic Counsel {1}{B}

Sorcery

Search your library for a Demon card, reveal it, put it into your hand, then shuffle.
Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for any card, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demonic Tutor {1}{B}

Sorcery

Search your library for a card, put that card into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - CroP - Commander (cEDH $5K Commander Celebration Package Presented by Hea sheet 3/14 - 8 cards - 2.5 x 3.5 in each

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Desperate Ritual {1}{R}

Instant -- Arcane

Add {R}{R}{R}.
Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Diabolic Intent {1}{B}

Sorcery

As an additional cost to cast this spell, sacrifice a creature.
Search your library for a card, put that card into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emergence Zone

Land

{T}: Add {C}.
{1}, {T}, Sacrifice this land: You may cast spells this turn as though they had flash.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enlightened Tutor {W}

Instant

Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Esper Sentinel {W}

Artifact Creature -- Human Soldier

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gamble {R}

Sorcery

Search your library for a card, put that card into your hand, discard a card at random, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gemstone Caverns

Legendary Land

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.
{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gleaming Splendor {1}{W}

Enchantment

Whenever an opponent draws their second card each turn, you create a Treasure token.
{2}{W}: Two target players each draw a card.

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Goblin Bombardment {1}{R}

Enchantment

Sacrifice a creature: This enchantment deals 1 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Godless Shrine

Land -- Plains Swamp

({T}: Add {W} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grand Abolisher {W}{W}

Creature -- Human Cleric

During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Furnace

Artifact Land

{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Greedy Freebooter {B}

Creature -- Human Pirate

When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grim Monolith {2}

Artifact

This artifact doesn't untap during your untap step.
{T}: Add {C}{C}{C}.
{4}: Untap this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grim Tutor {1}{B}{B}

Sorcery

Search your library for a card, put that card into your hand, then shuffle. You lose 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hexing Squelcher {1}{R}

Creature -- Goblin Sorcerer

This spell can't be countered.
Ward--Pay 2 life.
Spells you control can't be countered.
Other creatures you control have "Ward--Pay 2 life."

2/2

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Hex Magic (2)(R)

Sorcery -- Arcane

Exile all the cards from your hand, then draw that many cards. Until the end of your next turn, you may play cards exiled this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hope of Ghirapur (1)

Legendary Artifact Creature -- Thopter

Flying
Sacrifice Hope of Ghirapur: Until your next turn, target player who was dealt combat damage by Hope of Ghirapur this turn can't cast noncreature spells.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Imperial Recruiter (2)(R)

Creature -- Human Advisor

When this creature enters, search your library for a creature card with power 2 or less, reveal it, put it into your hand, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Imperial Seal (B)

Sorcery

Search your library for a card, then shuffle and put that card on top.
You lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Impulsive Pilferer (R)

Creature -- Goblin Pirate

When this creature dies, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Encore {3}{R} ({3}{R}, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infernal Plunge (R)

Sorcery

As an additional cost to cast this spell, sacrifice a creature.
Add {R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jeska's Will (2)(R)

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both instead.
* Add {R} for each card in target opponent's hand.
* Exile the top three cards of your library. You may play them this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lake-town Lookout (W)

Creature -- Human Scout

When this creature dies, recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)

1/1

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Lion's Eye Diamond (0)

Artifact

Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotho, Corrupt Shirriff (W)(B)

Legendary Creature -- Halfling Rogue

Whenever a player casts their second spell each turn, you lose 1 life and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal (0)

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Confluence

Land

{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Vault (1)

Artifact

This artifact doesn't untap during your untap step.
At the beginning of your upkeep, you may pay {4}. If you do, untap this artifact.
At the beginning of your draw step, if this artifact is tapped, it deals 1 damage to you.
{T}: Add {C}{C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mardu Devotee (W)

Creature -- Human Scout

When this creature enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)
{1}: Add {R}, {W}, or {B}. Activate only once each turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marsh Flats

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Memnite (0)

Artifact Creature -- Construct

1/1

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Mox Amber (0)

Legendary Artifact

{T}: Add one mana of any color among legendary creatures and planeswalkers you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Diamond (0)

Artifact

If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Opal (0)

Legendary Artifact

Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orim's Chant (W)

Instant

Kicker {W} (You may pay an additional {W} as you cast this spell.)
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Altar (3)

Artifact

Sacrifice a creature: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Tower

Legendary Land

{T}: Add {C}.
{T}, Sacrifice a creature: Add {B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plateau

Land -- Mountain Plains

({T}: Add {R} or {W}.)

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Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prized Statue {2}

Artifact

When this artifact enters or is put into a graveyard from the battlefield, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyretic Ritual {1}{R}

Instant

Add {R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ragavan, Nimble Pilferer {R}

Legendary Creature -- Monkey Pirate

Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.
Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ranger-Captain of Eos {1}{W}{W}

Creature -- Human Soldier Ranger

When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.
Sacrifice this creature: Your opponents can't cast noncreature spells this turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Redirect Lightning {R}

Instant -- Lesson

As an additional cost to cast this spell, pay 5 life or pay {2}.
Change the target of target spell or ability with a single target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Legends {3}

Artifact

{T}: Add one mana of any color.
Tap an untapped legendary creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rite of Flame {R}

Sorcery

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

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Ruthless Technomancer {3}{B}

Creature -- Human Wizard

When this creature enters, you may sacrifice another creature you control. If you do, create a number of Treasure tokens equal to that creature's power.
{2}{B}, Sacrifice X artifacts: Return target creature card with power X or less from your graveyard to the battlefield. X can't be 0.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

({T}: Add {R} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacrifice {B}

Instant

As an additional cost to cast this spell, sacrifice a creature.
Add an amount of {B} equal to the sacrificed creature's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scalding Tarn

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seething Song {2}{R}

Instant

Add {R}{R}{R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seize the Spotlight {2}{R}

Sorcery

Each opponent chooses fame or fortune. For each player who chose fame, gain control of a creature that player controls until end of turn. Untap those creatures and they gain haste until end of turn. For each player who chose fortune, you draw a card and create a Treasure token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadowy Backstreet

Land -- Plains Swamp

({T}: Add {W} or {B}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shambling Ghast {B}

Creature -- Zombie

When this creature dies, choose one --
* Target creature an opponent controls gets -1/-1 until end of turn.
* Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

1/1

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Silence {W}

Instant

Your opponents can't cast spells this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simian Spirit Guide {2}{R}

Creature -- Ape Spirit

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skirk Prospector {R}

Creature -- Goblin

Sacrifice a Goblin: Add {R}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smothering Tithe {3}{W}

Enchantment

Whenever an opponent draws a card, that player may pay {2}. If the player doesn't, you create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sol Ring {1}

Artifact

{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Songs of the Damned {B}

Instant

Add {B} for each creature card in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Static Prison {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters).
At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Stitcher's Supplier {B}

Creature -- Zombie

When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tainted Pact {1}{B}

Instant

Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tataru Taru {1}{W}

Legendary Creature -- Dwarf Advisor

When Tataru Taru enters, you draw a card and target opponent may draw a card.
Scions' Secretary -- Whenever an opponent draws a card, if it isn't that player's turn, create a tapped Treasure token. This ability triggers only once each turn.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Queen of Dale {1}{W}

Legendary Creature -- Human Noble

Whenever an opponent casts their first noncreature spell each turn, you recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tymna the Weaver {1}{W}{B}

Legendary Creature -- Human Cleric

Lifelink
At the beginning of each of your postcombat main phases, you may pay X life, where X is the number of opponents that were dealt combat damage this turn. If you do, draw X cards.
Partner (You can have two commanders if both have partner.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underworld Breach {1}{R}

Enchantment

Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)
At the beginning of the end step, sacrifice this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vampiric Tutor {B}

Instant

Search your library for a card, then shuffle and put that card on top.
You lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Verdant Catacombs

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

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Voice of Victory {1}{W}

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)
Your opponents can't cast spells during your turn.

1/3

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Windswept Heath

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

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Wishclaw Talisman {1}{B}

Artifact

This artifact enters with three wish counters on it.
{1}, {T}, Remove a wish counter from this artifact: Search your library for a card, put it into your hand, then shuffle. An opponent gains control of this artifact. Activate only during your turn.

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Ancestral Hot Dog Minotaur

Stickers

{TK}{TK} -- Afflict 2 (Whenever this creature becomes blocked, defending player loses 2 life.)
{TK}{TK}{TK} -- Flying
{TK}{TK} -- 1/4
{TK}{TK}{TK}{TK}{TK} -- 8/6

[sideboard]

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Dargo, the Shipwrecker {6}{R}

Legendary Creature -- Giant Pirate

As an additional cost to cast this spell, you may sacrifice any number of artifacts and/or creatures. This spell costs {2} less to cast for each permanent sacrificed this way and {2} less to cast for each other artifact or creature you've sacrificed this turn.
Trample
Partner (You can have two commanders if both have partner.)

[sideboard]

7/5

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Eldrazi Guacamole Tightrope

Stickers

{TK}{TK} -- Haste
{TK}{TK}{TK}{TK}{TK} -- You may cast this card from your graveyard by paying 2 life in addition to paying its other costs.
{TK}{TK} -- 1/4
{TK}{TK}{TK} -- 5/3

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Misunderstood Trapeze Elf

Stickers

{TK}{TK} -- Whenever you cast a spell, this creature gets +X/+X until end of turn, where X is the amount of generic mana in that spell's mana cost.
{TK}{TK}{TK} -- Hexproof
{TK}{TK} -- 4/2
{TK}{TK}{TK}{TK} -- 6/6

[sideboard]

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Narrow-Minded Baloney Fireworks

Stickers

{TK}{TK} -- Whenever this creature attacks, you gain 2 life.
{TK}{TK}{TK} -- Vigilance, reach
{TK}{TK} -- 2/4
{TK}{TK}{TK}{TK}{TK} -- 7/7

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Midway Bamboozle

Stickers

{TK}{TK} -- Whenever this creature attacks, you get {TK}.
{TK}{TK}{TK} -- Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)
{TK}{TK} -- 4/2
{TK}{TK}{TK}{TK}{TK} -- 6/9

[sideboard]

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Playable Delusionary Hydra

Stickers

{TK}{TK} -- {T}: Draw a card, then discard a card.
{TK}{TK}{TK}{TK} -- Whenever this creature attacks, you gain 3 life and draw a card.
{TK}{TK} -- 1/5
{TK}{TK}{TK} -- 4/4

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trained Blessed Mind

Stickers

{TK}{TK} -- {T}: Exile target card from a graveyard.
{TK}{TK}{TK} -- Threshold -- As long as seven or more cards are in your graveyard, this creature gets +4/+0 and has trample.
{TK}{TK} -- 4/2
{TK}{TK}{TK}{TK}{TK} -- 6/9

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tymna the Weaver {1}{W}{B}

Legendary Creature -- Human Cleric

Lifelink
At the beginning of each of your postcombat main phases, you may pay X life, where X is the number of opponents that were dealt combat damage this turn. If you do, draw X cards.
Partner (You can have two commanders if both have partner.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unassuming Gelatinous Serpent

Stickers

{TK}{TK} -- When this permanent dies, return target noncreature, nonland card from your graveyard to your hand.
{TK}{TK}{TK}{TK} -- Whenever this creature deals combat damage to a player, that player mills twice that many cards.
{TK}{TK} -- 2/3
{TK}{TK}{TK} -- 7/2

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unglued Pea-Brained Dinosaur

Stickers

{TK}{TK} -- {T}: Add {2}. Spend this mana only to cast creature spells.
{TK}{TK}{TK}{TK} -- At the beginning of combat on your turn, target noncreature artifact you control becomes a 4/4 artifact creature with flying until end of turn.
{TK}{TK} -- 2/4
{TK}{TK}{TK}{TK}{TK} -- 8/6

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unsanctioned Ancient Juggler

Stickers

{TK}{TK} -- Whenever this creature attacks, bolster 1. (Choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.)
{TK}{TK}{TK}{TK} -- Indestructible
{TK}{TK} -- 3/2
{TK}{TK}{TK} -- 5/4

[sideboard]

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